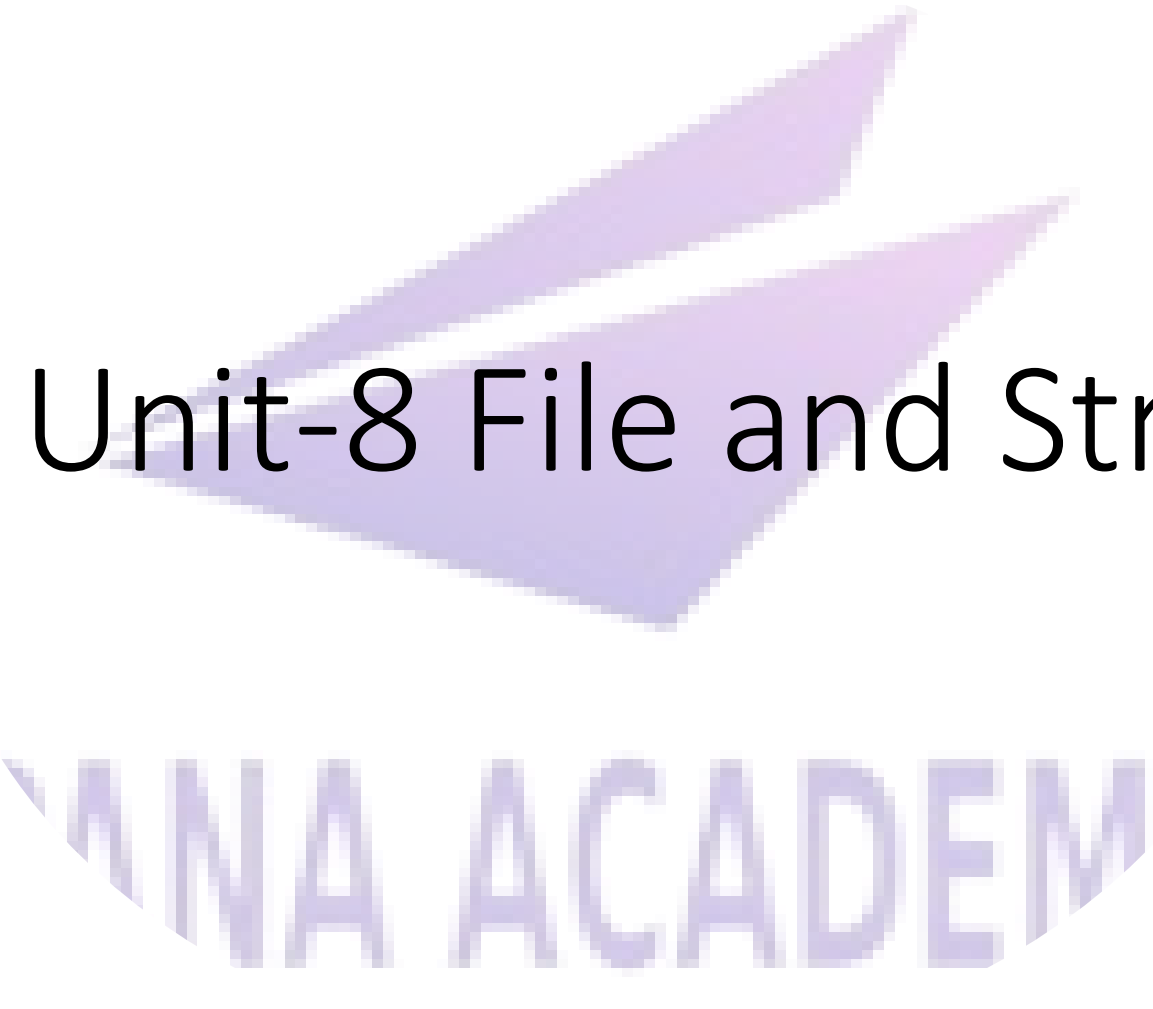


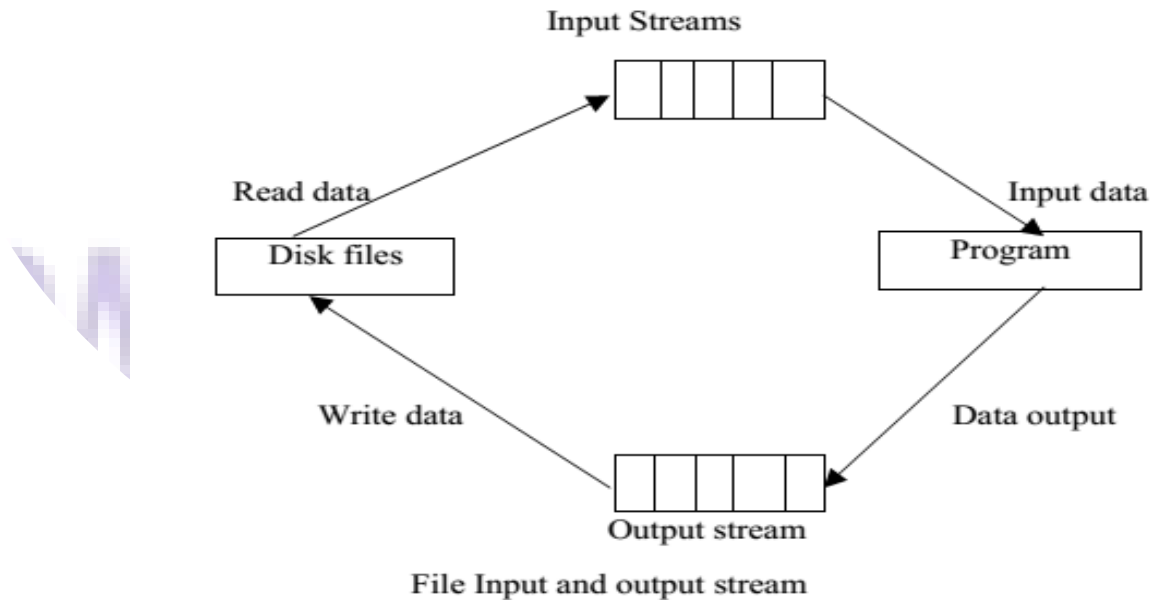
The background features two overlapping, semi-transparent purple geometric shapes. The top shape is a large, irregular polygon pointing towards the top right. The bottom shape is a similar polygon pointing towards the bottom right, partially overlapping the first one. Both shapes have a subtle gradient and a slightly pixelated or soft edge effect.

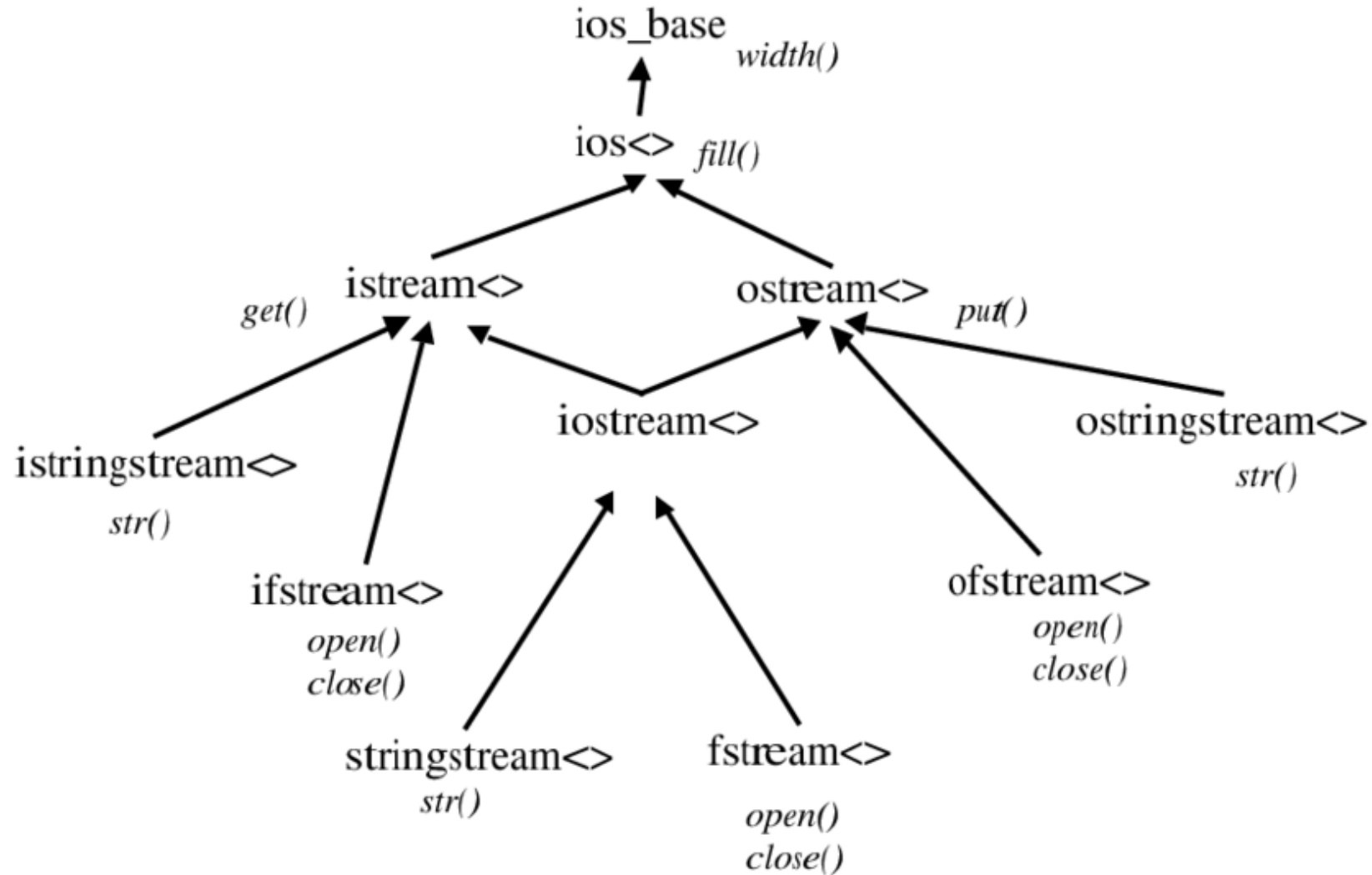
Unit-8 File and Streams

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Introduction:

- Three data types for writing program in files:
 - fstream : supports for simultaneously input and output operations on files.
 - ifstream: it provides input operation on files.
 - ofstream: provides output operation on files.





Opening a File:

- A file must be opened before you can read from it or write to it.
- ofstream or fstream object may be used to open a file for write.
- ifstream object is used to open a file for reading purposes only.
- Syntax: for open function

```
void open(const char *file_name, ios::open_mode mode);
```

Where “const char *file_name” specifies the name & location of file to be opened.

“ios::open_mode mode” defines mode in which file should be opened.

File Mode Flags

Mode Flag	Meaning
<code>ios::app</code>	Append mode. If the file already exists, its contents are preserved and all output is written to the end of the file.
<code>ios::ate</code>	If the file already exists, the program goes directly to the end of it.
<code>ios::binary</code>	Binary mode. Information is written to or read from the file in pure binary format.
<code>ios::in</code>	Input mode. Information is read from the file.
<code>ios::nocreate</code>	If the file does not already exist, the open function call fails.
<code>ios::noreplace</code>	If the file exists, the open function call fails.
<code>ios::out</code>	Output mode. Information is written to the file.
<code>ios::trunc</code>	If the file exists, its contents are deleted.

Eg:

```
ofstream outfile;  
outfile.open("file.data", ios::out/ios::trunc);
```

```
fstream afile;  
afile.open("file.data", ios::out/ios::in);
```

Closing the File:

- automatically closes all the opened files and releases all the allocated file.
- Syntax: void close();

Writing to a file:

- We use stream insertion operator(<<) the only difference is we use ofstream or fstream object instead of cout object.
- Eg: ofstream<<"a";

Reading from a file:

- we use stream extraction operator(>>) here we use ifstream or fstream object instead of cin object.

Eg: fstream>>a

i/o file:

```
1 #include <fstream>
2 #include <iostream>
3
4 using namespace std;
5
6 int main()
7 {
8     char str[100];
9     ofstream a_file ( "example.txt" ); //Creates an instance of ofstream, and opens example.txt
10    a_file<<"This text will now be inside of example.txt"; // Outputs to example.txt through a_file
11    a_file.close(); // Close the file stream explicitly
12    ifstream b_file ( "example.txt" ); //Opens for reading the file
13    b_file>> str; //Reads one string from the file
14    cout<< str <<"\n"; //Should output 'this'
15    cin.get(); // wait for a keypress
16    // b_file is closed implicitly here
17 }
```

input

This

Reading and Writing text file

```
1 #include <iostream>
2 #include <fstream>
3 using namespace std;
4
5 int main() {
6     fstream ob;
7
8     ob.open("test.txt", ios::out); // opening file in writing mode
9
10    ob << "hello world\n"; // writing data to file
11
12    ob << "this is my first file";
13
14    ob.close(); // closing the file
15
16    ob.open("test.txt", ios::in); // again opening the file but in reading mode
17
18    while (!ob.eof()) {
19        string str;
20
21        ob >> str; // reading word by word from file and storing in str
22
23        cout << str << "\n"; // printing str
24    }
25
26    ob.close(); // closing the file after use
27
28    return 0;
29 }
```

input

```
hello
world
this
is
my
first
file
```

Reading and Writing Binary file

```
1 #include <iostream>
2 #include <fstream>
3 #define FILE_NAME "emp.dat"
4 using namespace std;
5 class Employee {
6 private :
7     int    empID;
8     char    empName[100] ;
9     char    designation[100];
10    int    ddj,mmj,yyj;
11    int    ddb,mmb,yyb;
12 public :
13    void readEmployee(){
14        cout<<"EMPLOYEE DETAILS"<<endl;
15        cout<<"ENTER EMPLOYEE ID : " ;
16        cin>>empID;
17        cin.ignore(1);
18        cout<<"ENTER NAME OF THE EMPLOYEE : ";
19        cin.getline(empName,100);
20        cout<<"ENTER DESIGNATION : ";
21        cin.getline(designation,100);
22        cout<<"ENTER DATE OF JOIN:"<<endl;
23        cout<<"DATE : "; cin>>ddj;
24        cout<<"MONTH: "; cin>>mmj;
25        cout<<"YEAR : "; cin>>yyj;
26        cout<<"ENTER DATE OF BIRTH:"<<endl;
27        cout<<"DATE : "; cin>>ddb;
28        cout<<"MONTH: "; cin>>mmb;
29        cout<<"YEAR : "; cin>>yyb; }
30    void displayEmployee(){
31        cout<<"EMPLOYEE ID: "<<empID<<endl
32        <<"EMPLOYEE NAME: "<<empName<<endl
33        <<"DESIGNATION: "<<designation<<endl
34        <<"DATE OF JOIN: "<<ddj<<"/"<<mmj<<"/"<<yyj<<endl
35        <<"DATE OF BIRTH: "<<ddb<<"/"<<mmb<<"/"<<yyb<<endl;    };
```

```
int main(){
    Employee emp;
    emp.readEmployee();
    fstream file;
    file.open(FILE_NAME, ios::out | ios::binary);
    if(!file){
        cout<<"Error in creating file...\n";
        return -1;}
    file.write((char*)&emp, sizeof(emp));
    file.close();
    cout<<"Data saved into file the file.\n";
    file.open(FILE_NAME, ios::in | ios::binary);
    if(!file){
        cout<<"Error in opening file...\n";
        return -1;}
    if(file.read((char*)&emp, sizeof(emp))){
        cout<<endl<<endl;
        cout<<"Data extracted from file..\n";
        //print the object
        emp.displayEmployee();}
    else{
        cout<<"Error in reading data from file...\n";
        return -1;}
    file.close();
    return 0;
}
```

Random Access File

- Instant Access
 - Want to locate records quickly?
 - Airline reservation, Banking System, ATMs.
 - Sequential files must search through each one
- Random access files are the solution
 - Instant Access
 - Update/delete items without changing other data.
- C++ imposes no structure on files.
 - The programmer must create random access files.
 - Fixed length records.

Fill in the Blanks

1. The functions `open()` and `close()` are defined in _____ class.
2. Opening a file in `ios::out` mode also opens a file in _____ mode.
3. The statement `ifile.seekg(0, ios::cur)` sets the get pointer at _____ position.
4. Command-line arguments are accessed through arguments to _____.
5. Mode bits such as `app` and `ate` are defined in _____ class.

Multiple Choice Questions

1. The function `fail()` returns a non-zero value if
(a) failbit is set (b) badbit is set (c) hardbit is set (d) failbit or badbit is set
2. Which of these should be used to write data that contains variables of type float to a file?
(a) `seekp()` (b) `write()` (c) `put()` (d) insertion operator
3. Which of these headers is used for disk I/O operations?
(a) `iostream` (b) `fstream` (c) both (a) and (b) (d) none
4. The data can be outputted to an object of the class `ofstream` using the insertion operator (`<<`) because
(a) the insertion operator works with all classes
(b) the `ofstream` class is a stream
(c) the insertion operator is overloaded in `ofstream`
(d) the output is actually sent to console
5. The statement `ofile.write((char*)&obj, sizeof(obj))` writes
(a) the data in `obj` to `ofile`
(b) the member functions of `obj` to `ofile`
(c) the address of `obj` to `ofile`
(d) the data and the member functions of `obj` to `ofile`

1 fstream 2 ios::trunc 3 current 4 main() 5 ios

1 d, 2 b, 3 b, 4 c, 5 a

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